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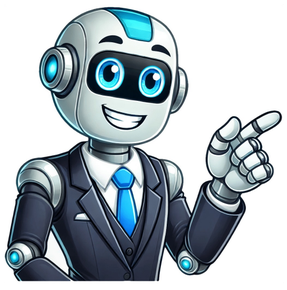

Discuss music production with Ableton Live. cloudstrife Posts: 41 Joined: Mon Jun 18, 2007 12:37 am Post by cloudstrife » Fri Jul 06, 2007 5:34 pm Is there a way to change the volume of the metronome in Ableton Live? It gets annoying after a while (especially with headphones). Thanks! Josh xxxmorphicxxx Posts: 152 Joined: Tue May 04, 2004 9:21 pm Post by xxxmorphicxxx » Fri Jul 06, 2007 5:36 pm Session view. Next to the master fader. There's a little knob with a headphone icon next to it. It controls metronome volume, and sample preview volume. Dallon426 Posts: 94 Joined: Tue Jul 03, 2018 2:08 pm Post by Dallon426 » Mon May 24, 2021 8:21 am I do not know why they would put sample preview volume and metronome volume on the same channel I am constantly changing the volumes. I like my metronome loud and my sample previews soft. jestermgee Posts: 4500 Joined: Mon Apr 26, 2010 6:38 am Post by jestermgee » Mon May 24, 2021 8:28 pm Dallon426 wrote: ↑Mon May 24, 2021 8:21 am I do not know why they would put sample preview volume and metronome volume on the same channel I am constantly changing the volumes. I like my metronome loud and my sample previews soft. Just create a "metronome track" and load whatever sound / interval you like then you have full dedicated control Discuss anything related to audio or music production. potatozq Posts: 3 Joined: Sun Nov 21, 2021 4:38 pm Post by potatozq » Sun Nov 21, 2021 4:50 pm Hey all! I am trying to run Live Suite 11 on Manjaro Linux through WINE. I have been searching through the forums and wiki/manuals, and I can't seem to find what packages are required to get it to run properly. At the moment it will install and run, however it does not pull up the actual Live screen, it just runs in the background using up 45% of my CPU. I'm assuming that I am missing some windows dependencies that I need. I guess what I am asking is: What are the required Windows runtime/.dll files for Ableton Live? What packages does Windows use in order to get it to run? Sorry for the off the wall question, but I figured I would ask here before checking the Arch Linux forums, since someone her might now which dependencies are required. Thanks in advance! mbugert Posts: 1 Joined: Thu Dec 09, 2021 9:07 pm Post by mbugert » Thu Dec 09, 2021 9:57 pm Hey there, not the same setup, but I just managed to make Live 10.1.42 work on Linux Mint. I'm sharing my steps with you and the world, maybe it helps. This was on a Lenovo T420 running Linux Mint 20.2 with 5.4.0-91-generic kernel. My steps: Install latest stable branch wine from winehq (right now, winehq-stable 6.0.2) Run `winecfg`. In the applications tab, set Windows version to Windows 7. Install winetricks (`apt install winetricks`), then use it to install extra libraries by running `winetricks vcrun2017 quicktime72 quartz` Install Live `wine msiexec /i ~/Downloads/Setup.msi` Make sure to start Live from the commandline via `wine ~/.wine/drive_c/ProgramData/Ableton/Live\ 10\ Suite/Program/Ableton\ Live\ 10\ suite.exe` to see any warnings/errors that pop up. In my case, there was a warning `ntlm_auth was not found or is outdated` which was fixed by installing winbind: `apt install winbind`. Also, it crashed with `GLXBadFBConfig`. Setting the environment variable `MESA_GL_VERSION_OVERRIDE=4.5` fixed the issue for me, see . Live should start now. Online authorization never worked for me in WINE [1], so follow the offline authorization instructions. I did it the conservative way (no drag & drop) by copying the auz file to `~/.wine/drive_c` and starting Live via `MESA_GL_VERSION_OVERRIDE=4.5 wine ~/.wine/drive_c/ProgramData/Ableton/Live\ 10\ Suite/Program/Ableton\ Live\ 10\ suite.exe "C:\Authorize_0123-4567-.auz"` Not all of these steps may be required (for example, the winetricks libraries are a mixture of what people reported on the internet to get Live going in WINE). Most importantly, I did not try this approach with Live 11. [1] I spent several evenings trying to get Live 8.4.2 or Live 9.7.7 to run on the same machine. Whenever I did the offline authorization, it would tell me that authorization succeeded, then immediately after it would switch back to disabling saving and exporting. In Live 10, offline authorization "just worked". Also, if one goes overboard with installing Live in too many WINE prefixes, it will refuse to authorize at some point because one has maxed out on one's number of authorizations. I contacted support over it, they were friendly and gave me an extension. potatozq Posts: 3 Joined: Sun Nov 21, 2021 4:38 pm Post by potatozq » Fri Jul 15, 2022 8:28 pm I was also able to get it working! Just took quite some time.... I wrote a guide on how to do it if anyone needs it Hi all, just a quick guide on how to get Live 11 installed on Linux (I believe this also works for 10, however have not tested in several months). Links down below to some helpful info. I have not been able to use live since swapping to Linux about a year ago, but today was able to get it working and wanted to share! Hopefully this helps someone out! This requires heavy terminal use to not take hours, going through the gui requires hundreds of clicks and is not recommended Step 1: Install winetricks and wine if you do not have them already. If you are not sure what your Distribution is based on, just look up "(your distro name) based on" in google and you will find it! Arch Based Distro- sudo pacman -S wine winetricks Debian or Ubuntu Based Distro- sudo apt-get install wine winetricks Step 2: Set up wine environment for ableton live. Run both of these commands mkdir wine WINEARCH=win64 WINEPREFIX=~/wine/ableton winetricks d3dx9 d9vk dotnet35 dotnet452 dxvk gdiplusvcrun2019 corefonts tahoma Step 3: Change wine environment to Windows 10 by running this command WINEARCH=win64 WINEPREFIX=~/wine/ableton winetricks After running, a prompt pops up Select "Select the default wineprefix" Select "Run winecfg" Under "Applications" tab, select Windows 10 under the Windows version at the bottom Step 4: Download ableton live installer if you do not have it already and extract all 3 installation files and move into the drive_c folder under ~/wine/ableton/drive_c Step 5: Run installer and go through process as normal by running this command, not clicking on the installer icon WINEARCH=win64 WINEPREFIX=~/wine/ableton wine ~/wine/ableton/drive_c/"Ableton Live 11 Suite Installer.exe" Step 6: Activate live offline by grabbing the hardware code and downloading the activation file, then dragging it onto live, and voila, ableton is ready to go! Helpful links- - guide I used to get live to work, huge thanks to CTT ... ve-Offline - how to authorize offline (quick side-note, some of those packages may not be necessary, like the dxvk, but those are the ones that I installed and was able to get it to work. also this is my first guide on anything linux related so if I missed something please let me know!) rexhex Posts: 1 Joined: Sun Dec 18, 2022 12:30 am Post by rexhex » Sun Dec 18, 2022 12:42 am I used potatozq's method and it worked for ableton 10. The installer file ableton pushed to me was a .msi though which required a modification. step 5: $ WINEARCH=win64 WINEPREFIX=~/wine/ableton wine msiexec /i ~/wine/ableton/drive_c/Setup.msi After that I had to do this: $ WINEARCH=win64 WINEPREFIX=~/wine/ableton wine ~/wine/ableton/drive_c/ProgramData/Ableton/"Live 10 Suite"/Program/"Ableton Live 10 Suite.exe" I based that off of this information: ... -with-wine Additionally when you press cancel in step 3 at the end of the steps listed by the previous post it should save the windows 10 setting. I went in and double checked so I recommend that verification as well but it seems there is no way to just "finish" that process. chiefhuon Posts: 1 Joined: Sat Mar 30, 2024 11:35 pm Post by chiefhuon » Sat Mar 30, 2024 11:36 pm What?? 0180:err:menubuilder:convert_to_native_icon error 0x80004005 getting frame 6 Discuss music production with Ableton Live. Kannan.Balasubramanian Posts: 2 Joined: Wed Nov 16, 2022 9:36 pm Post by Kannan.Balasubramanian » Sat Apr 27, 2024 7:40 am I'm currently using a Windows x64 based machine for my full production. With manufacturers launching ARM based Windows machines in the coming months, is there a possibility for Ableton Live to be compatible with these machines? I'm especially looking at Windows ARM based tablets where I can do quick sketches when I get an idea. Does anyone have any idea? I have not seen much information about Ableton Live on Surface Pro X as well. Ableton Live 12 Suite Microsoft Windows 11 Pro 64-bit Intel Core i7-12800HX Crucial DDR5-4800 - 64GB RAM NVIDIA GeForce RTX 3070 Ti with 8GB RAM Samsung 1TB SSD Western Digital 4TB SSD nullwerk Posts: 4 Joined: Fri May 31, 2024 9:28 pm Post by nullwerk » Fri May 31, 2024 9:29 pm I have a windows dev kit with a snapdragon processor in it, running the latest insider build of Windows 11 24H2. I can confirm Ableton does not run on Windows-on-ARM at all. The application simply crashes at launch. jonljacobi Posts: 937 Joined: Sat Dec 30, 2017 3:36 am Post by jonljacobi » Sat Jun 01, 2024 8:34 pm I did manage to get it to run using Parallels on the Mac Studio. But the x86 emulation done by Windows ARM is so slow, it's basically useless for CPU-intensive programs like DAWs, video editors, etc. If X Elite supports the little endian addressing mode (x86) that Apple Silicon features, then you might at some point get decent x86 emulation on Windows ARM. But Microsoft will have to program it in first. So for now, no. But maybe for the future. I wrote an article about Windows on M1 Macs that explains some of this in greater detail. ... works.html nullwerk Posts: 4 Joined: Fri May 31, 2024 9:28 pm Post by nullwerk » Sun Jun 02, 2024 5:57 pm jonljacobi wrote: ↑Sat Jun 01, 2024 8:34 pm I did manage to get it to run using Parallels on the Mac Studio. But the x86 emulation done by Windows ARM is so slow, it's basically useless for CPU-intensive programs like DAWs, video editors, etc. If X Elite supports the little endian addressing mode (x86) that Apple Silicon features, then you might at some point get decent x86 emulation on Windows ARM. But Microsoft will have to program it in first. So for now, no. But maybe for the future. I wrote an article about Windows on M1 Macs that explains some of this in greater detail. ... works.html Just a note: you ran this test 3 years ago? You need Windows 11 24h2 for the latest emulation layer (prism) to actually test this level of compatibility. Considering this was just released to the insider builds, you might want to consider revisiting this. Rivanni Posts: 826 Joined: Sat Nov 26, 2016 12:30 pm Post by Rivanni » Sun Jun 02, 2024 8:08 pm nullwerk wrote: ↑ Just a note: you ran this test 3 years ago? You need Windows 11 24h2 for the latest emulation layer (prism) to actually test this level of compatibility. If you run it on a last-gen ARM Surface laptop, yes. If you run Windows ARM in a virtual Windows machine on Apple Silicon (as jonljacobi described), you don't. This has worked for years but performs poorly. But these are two completely different scenarios, and you cannot compare the emulation in Parallels with that of Prism. Since there is no Windows ARM version of Live, it will run under Prism. I assume and hope this emulation performs way better than the one in Parallels. nullwerk Posts: 4 Joined: Fri May 31, 2024 9:28 pm Post by nullwerk » Mon Jun 03, 2024 11:11 pm Rivanni wrote: ↑Sun Jun 02, 2024 8:08 pm nullwerk wrote: ↑ Just a note: you ran this test 3 years ago? You need Windows 11 24h2 for the latest emulation layer (prism) to actually test this level of compatibility. If you run it on a last-gen ARM Surface laptop, yes. If you run Windows ARM in a virtual Windows machine on Apple Silicon (as jonljacobi described), you don't. This has worked for years but performs poorly. But these are two completely different scenarios, and you cannot compare the emulation in Parallels with that of Prism. Since there is no Windows ARM version of Live, it will run under Prism. I assume and hope this emulation performs way better than the one in Parallels. Per my reply above: It doesn't run on Windows 11 with snapdragon chipsets at all. Nothing. But I was curious about the actual Parrells performance under the latest Win11 build, not necessarily a comparison between the two. jonljacobi Posts: 937 Joined: Sat Dec 30, 2017 3:36 am Post by jonljacobi » Mon Jun 03, 2024 11:33 pm Thanks for the info. It was three years ago with whatever version or WFA was available, and not directly comparable. I'll have to revisit. I have no X Elite and have no plans to get one, but I was looking at the Signal65 emulation results, and they seem to be quite good for x86. But the main takeaway I meant to present is that Apple Silicon has a little-endian addressing mode (macOS is big endian) which eliminates the byte-swapping that must be done by the emulation layer if it's not present. However, just reading another article, it claimed that ARM is bi-endian and can use either mode so maybe the Apple guys just took better advantage of this. When you say Live doesn't run, do you get a message of some sort? Does it just die trying to boot? Last edited by jonljacobi on Mon Jun 03, 2024 11:35 pm, edited 1 time in total. nullwerk Posts: 4 Joined: Fri May 31, 2024 9:28 pm Post by nullwerk » Tue Jun 04, 2024 9:53 pm jonljacobi wrote: ↑Mon Jun 03, 2024 11:33 pm Thanks for the info. It was three years ago with whatever version or WFA was available, and not directly comparable. I'll have to revisit. I have no X Elite and have no plans to get one, but I was looking at the Signal65 emulation results, and they seem to be quite good for x86. But the main takeaway I meant to present is that Apple Silicon has a little-endian addressing mode (macOS is big endian) which eliminates the byte-swapping that must be done by the emulation layer if it's not present. However, just reading another article, it claimed that ARM is bi-endian and can use either mode so maybe the Apple guys just took better advantage of this. When you say Live doesn't run, do you get a message of some sort? Does it just die trying to boot? Crashes at launch, no message appears. Logs Event ID 1000 in the application log. Faulting application name: Ableton Live 12 Suite.exe, version: 1.0.0.1, time stamp: 0x66163aa1 Faulting module name: Ableton Live 12 Suite.exe, version: 1.0.0.1, time stamp: 0x66163aa1 Exception code: 0xc000001d Fault offset: 0x000000000407b9c1 Faulting process id: 0x283C Faulting application start time: 0x1DAB6C8A7158C90 Faulting application path: C:\ProgramData\Ableton\Live 12 Suite\Program\Ableton Live 12 Suite.exe Faulting module path: C:\ProgramData\Ableton\Live 12 Suite\Program\Ableton Live 12 Suite.exe Report Id: caa9721a-aea6-4efb-bbfd-c7f3dd5f88da Faulting package full name: Faulting package-relative application ID: That said, I had a brief interaction from an MS team member on social media that confirmed my suspicions. They state that ARM64 audio interface driver compatibility and DAW compatibility is a "corner case". So, MS obviously isn't quite there yet. We'll see. But Ableton definitely won't work come this June when the new ARM devices hit the shelves. And there clearly is a lot of native ARM64 driver work to be done for customers such as ourselves. But at least they've addressed the shotty performance for a core suite of their apps, browsers, etc. Maybe 2025? jonljacobi Posts: 937 Joined: Sat Dec 30, 2017 3:36 am Post by jonljacobi » Wed Jun 05, 2024 5:40 pm Yup. Not ready for prime time. I will say that the Mac folk (as annoying as Apple can be) nailed the transition. I had no issues running x86 stuff when I had to. Okay, some problems were reported, but given the seismic shift... connermovie Posts: 1 Joined: Fri Jun 28, 2024 10:23 pm Post by connermovie » Fri Jun 28, 2024 10:28 pm ableton live 11 work wall on arm but ableton live 12 cant install because it check if there a amd or Intel cpu and not got arm in it the best way around it is useing ableton live 11 for the time bring Rivanni Posts: 826 Joined: Sat Nov 26, 2016 12:30 pm Post by Rivanni » Sat Jun 29, 2024 3:06 am Yeah, Ableton must adjust the check in the Live 12 setup to include ARM. Tre'mendous Posts: 2 Joined: Mon Aug 01, 2011 11:39 pm Post by Tre'mendous » Thu Nov 21, 2024 5:54 am If Live 11 runs fine, then they should just whitelist ARM in the CPU Check for Live 12 in the meantime. Or am I missing something? dontask100 Posts: 25 Joined: Sat Dec 06, 2008 8:05 pm Location: NORTH AMERICA Contact: Contact dontask100 Post by dontask100 » Thu Nov 28, 2024 1:15 am Agree with earlier posts re Ableton Live installs on Microsoft Surface 11 with the arm processor: Snapdragon(R) X 10-core X1P64100 @ 3.40 GHz 3.42 GHz, [16GB Ram, 1TB drive] 1. Live 12 Lite installation attempt: Setup Failed. "This computer does not meet the minimum requirements: Live needs at least a 5th generation Intel Core I5 process or AMD Ryzen Processor." 2. Live 11 Suite installation passed. Working on buffering issue. music@dontask100.com soundcloud.com/dontask100 Twisticles Posts: 2 Joined: Sun Dec 22, 2024 10:46 pm Post by Twisticles » Sun Dec 22, 2024 10:54 pm dontask100 wrote: ↑ Live 11 Suite installation passed. Working on buffering issue. Getting anywhere with that? Discuss music production with Ableton Live. Olivenbaum2013 Posts: 15 Joined: Sun May 31, 2020 9:22 am Post by Olivenbaum2013 » Mon Jul 06, 2020 4:05 pm Hello, I use ableton Live 10 Lite. I have an Yamaha Keyboard that I can use via midi. The connection is XLR (in and out) to usb. I've connected my usb with my computer. But Ableton does not recognize any tone. What do I do wrong? Thanx in advance. TLW Posts: 809 Joined: Thu Aug 23, 2018 2:37 am Post by TLW » Mon Jul 06, 2020 4:52 pm Olivenbaum2013 wrote: ↑ How do I paste pictures here that are on my hard disc? So I could send you the picture of the cable I use. You put the image somewhere on-line, say dropbox, then paste a link to the image into a post on the forum. I'm going to assume you have a USB to MIDI interface, to which you have connected the P35B using 5-pin DIN cables (not XLR, they're a completely different connector). Assuming you have any necessary drivers for the interface installed if you go into Live's MIDI preferences with any luck you should see your MIDI interface listed - not the keyboard, but the interface. If it is that means Live has detected it. You then need to enable the "track" buttons for the interface in the input and output parts of the "MIDI Ports" section. Also, if the keyboard has a use for MIDI clock (such as an internal sequencer or syncing LFOs or effects) enable "sync" in the "output" section only. Playing the keyboard should now get Live's MIDI detector in the top right of the main window flashing. To record the MIDI or route it to an instrument you need to set up a MIDI track with the input set as the interface port the keyboard is connected to and the track output to whatever you want the MIDI to control. Track monitoring should be set to "in" so the incoming MIDI gets sent to the track output. Setting it to "auto" will also pass incoming MIDI through the track if the track is armed for recording, but if the track isn't armed "auto" only plays back clips that are already on the track, not fresh incoming MIDI. If you are sending the MIDI back out to the P35B, especially if using its own sounds, it might be necessary to set it to "local off" to avoid the notes being doubled - played once when you press a key then repeated a few milliseconds later when Live echoes the MIDI back to the keyboard. Live 10 Suite, 2020 27" iMac, 3.6 GHz i9, MacOS Catalina, RME UFX, assorted synths, guitars and stuff. Richie Witch Posts: 1018 Joined: Mon Feb 10, 2014 10:10 pm Location: Washington, DC Contact: Contact Richie Witch Post by Richie Witch » Mon Jul 06, 2020 8:04 pm Based on your pictures, I think I can help you out. It looks like you have successfully connected your keyboard to your computer via USB, and Live recognizes it on the MIDI channel. But... MIDI does not make any "tones". Your screen shows that your MIDI channel does not have an instrument loaded, so the MIDI data you are sending to that channel does not have an instrument to make sound with. Load a virtual instrument on that MIDI channel and you will be able to play that instrument with your keyboard. If you want to hear your Yamaha keyboard piano sounds in Live, you need to plug the audio output of your keyboard into the audio inputs of your Scarlett interface. The USB cable is for MIDI (data) only. Unfortunately, because you have the "Lite" edition of Live, you do not have access to the "External Instrument" plugin. (See page 469, paragraph 24.4 of Live's User Manual, "External Instrument"). However, once you have both MIDI and audio connected, you can still record the sounds from your Yamaha keyboard by adding an audio track in Live and recording the inputs from your Scarlett audio interface. It is possible to record both the MIDI and the audio on two different tracks at the same time once you have the right connections. "Watching the Sky" ~ A 4-track EP of piano, strings, and Native American flute Richie Witch Posts: 1018 Joined: Mon Feb 10, 2014 10:10 pm Location: Washington, DC Contact: Contact Richie Witch Post by Richie Witch » Tue Jul 07, 2020 7:55 pm Olivenbaum2013 wrote: ↑ So, if I've understood right, I'll be not able to use my keyboard because of the Lite edition? No, you *can* use your keyboard, but the routing is a little more complicated. "Watching the Sky" ~ A 4-track EP of piano, strings, and Native American flute Richie Witch Posts: 1018 Joined: Mon Feb 10, 2014 10:10 pm Location: Washington, DC Contact: Contact Richie Witch Post by Richie Witch » Tue Jul 07, 2020 8:21 pm Maybe I can clear this up a bit: First, you must plugin the MIDI-to-USB converter to your computer, then connect the audio outputs of your keyboard to your audio interface. If you want to play a virtual instrument with your keyboard, create a MIDI track, drag and drop a virtual instrument to that track, and select your keyboard as the MIDI input to that track. When you start recording, Live will record the MIDI data from your keyboard and use it to play the virtual instrument. You will *not* hear your keyboard sounds. If you want to record the sounds your keyboard makes, create an audio track, and select the audio channels from your interface as the input. When you start recording, Live will record the audio from your keyboard as you play. If you want you want to record both the MIDI data and the sounds from your keyboard at the same time, you have to create both a MIDI track and an audio track as I've described above. You must set both of them to record at the same time. When you start recording, you will record both the MIDI data and the audio, but only the audio track will have any sound. However, you will be able to play the MIDI track (after you finish recording), which will cause Live to "play" your keyboard and send the sound to your audio track. In this case, change the output of the MIDI track to your MIDI/USB cable and do not use a virtual instrument on the MIDI track. Hope this is more clear. "Watching the Sky" ~ A 4-track EP of piano, strings, and Native American flute Olivenbaum2013 Posts: 15 Joined: Sun May 31, 2020 9:22 am Post by Olivenbaum2013 » Fri Jul 10, 2020 6:37 pm Richie Witch wrote: ↑ First, you must plugin the MIDI-to-USB converter to your computer, then connect the audio outputs of your keyboard to your audio interface. So it will be like this: 1) Midi-to-usb-converter > computer 2) keyboard-output > interface But there arise one question: What do I do with the second end of the Midi-to-usb-converter cable? TLW Posts: 809 Joined: Thu Aug 23, 2018 2:37 am Post by TLW » Fri Jul 10, 2020 7:54 pm Sorry, not sure I understand. What “second end”? You should have a MIDI lead going from the keyboard MIDI in to the MIDI interface’s MIDI out socket. A MIDI lead going from the keyboard MIDI out to the MIDI interface’s MIDI in socket. The USB plug on the MIDI interface then plugs into a USB socket on the computer. Live 10 Suite, 2020 27" iMac, 3.6 GHz i9, MacOS Catalina, RME UFX, assorted synths, guitars and stuff. TLW Posts: 809 Joined: Thu Aug 23, 2018 2:37 am Post by TLW » Fri Jul 10, 2020 11:28 pm According to its manual the P35 does not have a USB connector. Just audio and 5 pin DIN MIDI. Live 10 Suite, 2020 27" iMac, 3.6 GHz i9, MacOS Catalina, RME UFX, assorted synths, guitars and stuff. 285 Replies 928398 Views Last post by Sterioevo Thu May 15, 2025 2:46 pm 0 Replies 8 Views Last post by agpoore Thu Jun 19, 2025 5:26 am 2 Replies 433 Views Last post by agpoore Thu Jun 19, 2025 12:31 am 2 Replies 502 Views Last post by Lumix Wed Jun 18, 2025 8:13 pm 4 Replies 2209 Views Last post by CryptoJimBo Wed Jun 18, 2025 5:45 pm 6 Replies 1208 Views Last post by capitaltony Wed Jun 18, 2025 4:21 pm 0 Replies 109 Views Last post by CryptoJimBo Wed Jun 18, 2025 3:03 pm 25 Replies 36308 Views Last post by gacki Wed Jun 18, 2025 9:30 am 2 Replies 544 Views Last post by Rose Nebula Tue Jun 17, 2025 8:16 pm 1 Replies 433 Views Last post by Rivanni Tue Jun 17, 2025 1:15 pm 8 Replies 944 Views Last post by John Fihlman Tue Jun 17, 2025 12:47 pm 3 Replies 691 Views Last post by pottering Mon Jun 16, 2025 4:14 pm 10 Replies 2218 Views Last post by Sterioevo Mon Jun 16, 2025 2:02 pm 2 Replies 673 Views Last post by chapelier fou Sun Jun 15, 2025 7:43 pm 1 Replies 512 Views Last post by Valkon Sun Jun 15, 2025 12:45 pm 0 Replies 446 Views Last post by Symptom Sun Jun 15, 2025 10:07 am 55 Replies 43885 Views Last post by emilioasstevez Sun Jun 15, 2025 1:01 am 4 Replies 1535 Views Last post by otalgia99 Sat Jun 14, 2025 11:52 pm 2 Replies 485 Views Last post by bce Sat Jun 14, 2025 8:05 pm 0 Replies 749 Views Last post by sandose13 Sat Jun 14, 2025 3:34 am 4 Replies 1284 Views Last post by Valkon Fri Jun 13, 2025 6:23 pm 2 Replies 1395 Views Last post by brianwdowling Fri Jun 13, 2025 4:25 pm 2 Replies 1344 Views Last post by benthegoof Fri Jun 13, 2025 11:30 am 5 Replies 1199 Views Last post by [jur] Fri Jun 13, 2025 11:17 am 2 Replies 984 Views Last post by gandalf458 Fri Jun 13, 2025 10:17 am 10 Replies 6070 Views Last post by Rivanni Thu Jun 12, 2025 7:13 pm 16 Replies 4160 Views Last post by [jur] Thu Jun 12, 2025 3:53 pm 2 Replies 1217 Views Last post by Arash Mohseni Thu Jun 12, 2025 7:58 am 11 Replies 10144 Views Last post by Dosxxx Wed Jun 11, 2025 11:47 pm 3 Replies 1036 Views Last post by Rivanni Wed Jun 11, 2025 10:47 pm 2 Replies 1437 Views Last post by papawise Wed Jun 11, 2025 7:49 pm 0 Replies 1477 Views Last post by Evyshapiro Wed Jun 11, 2025 6:00 am 1 Replies 3205 Views Last post by planet_b Wed Jun 11, 2025 5:33 am 2 Replies 2171 Views Last post by Deep9 Tue Jun 10, 2025 8:54 am 0 Replies 1369 Views Last post by QueenMithra Mon Jun 09, 2025 10:04 pm 19 Replies 12144 Views Last post by pottering Mon Jun 09, 2025 7:15 pm 2 Replies 12263 Views Last post by Rivanni Mon Jun 09, 2025 12:44 am 8 Replies 7362 Views Last post by Rivanni Mon Jun 09, 2025 12:35 am 1 Replies 2172 Views Last post by pottering Sun Jun 08, 2025 3:23 pm 0 Replies 3256 Views Last post by kosmaty Sun Jun 08, 2025 11:47 am 0 Replies 3940 Views Last post by mattjmeade Sun Jun 08, 2025 2:39 am 9 Replies 8227 Views Last post by ToBe Sat Jun 07, 2025 8:54 am 1 Replies 5026 Views Last post by dsu Fri Jun 06, 2025 11:14 pm 27 Replies 19179 Views Last post by dougtheguy Fri Jun 06, 2025 8:26 pm 6 Replies 6981 Views Last post by Symptom Fri Jun 06, 2025 1:02 pm 1 Replies 2167 Views Last post by [jur] Fri Jun 06, 2025 11:32 am 7 Replies 10208 Views Last post by login Fri Jun 06, 2025 3:13 am 5 Replies 7863 Views Last post by horneusz Thu Jun 05, 2025 2:56 pm 12 Replies 11256 Views Last post by mbb Thu Jun 05, 2025 10:40 am 6 Replies 6886 Views Last post by Rivanni Thu Jun 05, 2025 9:30 am Share your favorite Ableton Live tips, tricks, and techniques. Dirtweed420 Posts: 4 Joined: Thu Jan 19, 2017 8:24 pm Location: Vancouver, BC, Canada Post by Dirtweed420 » Tue Jan 24, 2017 6:45 pm HI Guys, I am creating scratch tracks for the real studio and my band needs to have a click as a part of the final product. I am wondering if there is a quick easy way to do this that is eluding me, I am totally amateur, and I am having issues adding a hi hat clip and looping it to create the track... thanks for all the help! -Greehorn Gear (In home studio only): Mesa/Boogie Mark IV, with Focusrite Scarlett 2i2, Radial JDI box, Strat, Mocking Bird, and JP signature series Ernie Ball. Computer: ASUS laptop, with i7 processor, Nvidia Ge Force 635M,and 16 gig RAM. nedmech Posts: 8 Joined: Wed Jan 18, 2017 7:55 pm Post by nedmech » Tue Jan 24, 2017 10:03 pm You can always use Live's internal metronome: ... ng-in-sync But for live work, this is how I've done it for most of my projects: Create a new MIDI track named CLICK Add an Impulse instrument to the MIDI track Add a couple click sounds you like to the Impulse slots. I like to use a different sound for the downbeat and the rest of the beats. I sometimes like to include basic metronome beeps, drum/hat sounds, woodblocks, shakers - it's up to preference at that point. Create a 1-bar (or whatever works for the song) MIDI clip in the CLICK track and make sure the LOOP setting is ON. Populate the beats in the MIDI clip as needed. I sometimes add the subdivisions using a shaker or tambourine if we're playing a slow tempo. You can also add off-beats or back-beats as the song meter dictates. It's super-flexible when you set it up this way. Use the MIDI clip with the rest of the tracks: If you're in Arrangement view, just take and stretch the clip to the duration of the tracks. Since it's defined as a 1-bar loop, it will automatically repeat every bar. If you're in Session view, just fire it off with the rest of the track clips in the scene - it will keep looping underneath of them on it's own. Hope that makes sense. Ask if you need clarification on anything. Stromkraft Posts: 7033 Joined: Wed Jun 25, 2014 11:34 am Post by Stromkraft » Wed Jan 25, 2017 5:35 pm nedmech wrote: [*]Create a 1-bar (or whatever works for the song) MIDI clip in the CLICK track and make sure the LOOP setting is ON. I'd advise against 1-bar loops, also for audio, as making an eight bar loop out of the 1 bar makes it quite a bit less likely that Live doesn't act up under critical load. For some reason Live doesn't like short loops and can seemingly out of blue drag at loop point. While this doesn't happen often it's not something you want at all in a click track. This also happens with longer loops, but in my experience very less frequent than with shorter. Note that most of the repetitions it works out as intended. But dragging the audio is not acceptable even in 1 repetition out of 10.000 IMHO. Make some music! nedmech Posts: 8 Joined: Wed Jan 18, 2017 7:55 pm Post by nedmech » Wed Jan 25, 2017 6:11 pm Stromkraft wrote:I'd advise against 1-bar loops, also for audio, as making an eight bar loop out of the 1 bar makes it quite a bit less likely that Live doesn't act up under critical load. I've guess I've been lucky to have not encountered this yet! I typically always use 1-bar loops for my click since most of the arrangements I have to deal with are not particularly consistent in the number of measures-per-section of the song, and it means I don't have to fill in 8 bars of the pattern or tweak 8 bars if I want a slightly different pattern. I know using an audio loop would be less load, but leaving it MIDI leaves me more flexibility to tweak the click in a live performance setting. I'll keep an ear out for the short loops dragging. Thanks for the heads-up, Stromkraft! 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Post Reply 2 posts • Page 1 of 1 telecode101 Posts: 6 Joined: Wed May 22, 2019 1:32 pm Post by telecode101 » Wed May 22, 2019 1:49 pm Hi, is there a download area for legacy versions on Lite? I have a serial for Live 9 Lite and want to try it as I am having some issues with templates in Live 10 lite. Discuss music production with Ableton Live. Sid.From.Ice.Age Posts: 1 Joined: Fri Apr 12, 2024 11:16 pm Post by Sid.From.Ice.Age » Fri Apr 12, 2024 11:32 pm I'm having serious issues since installing Live 12. 1. The CPU overload indicator in Live keeps lighting up with even with like 4/5 stock Ableton plugins running and Ableton effects. Average % is around 35% which is insane. I could easily run 30 channels with 3rd party plugins from the likes of Softube, Universal Audio, Slate Digital, SSL etc before. Now Ableton stock barley works. It's very stuttery / laggy even loading stock plugins. I have tried literally every forum / YT tweak out there configuring Windows, Ableton settings etc. I've even stripped down the PC and applied new thermal paste etc. Absolutely nothing will fix the CPU overload issue. On PC side - There's hardly any CPU or RAM actually being consumed running Ableton and any background Windows processes etc so not sure why the load is so high inside Ableton. This was never an issue before. It's a fresh install of windows with upgraded hardware, only licensed 3rd party plugins and ableton installed (no bloat). Any help getting this resolved would be very much appreciated. Thanks in Advance Full specs below: OS: Windows 11 Pro Processor: AMD Ryzen 7 5800H 3.20 GHz RAM: 32.0 GB DDR4 3200mhz Storage: 2TB M.2 SSD Power Settings: High Performance (Turbo Boost Disabled For Cooler CPU Temps) Tweaks: All Background & Unnecessary Services Disabled All 3rd party VST Plugins etc are genuine Franksmusic Posts: 2 Joined: Mon Apr 15, 2024 4:48 am Post by Franksmusic » Mon Apr 15, 2024 4:52 am I have the same problem. After instelling Ableton 12 a week ago all was fine. Now it's almost unusable. CPU spikes all the time.... SundogIllionaire Posts: 4 Joined: Sun Apr 14, 2024 2:23 pm Post by SundogIllionaire » Tue Apr 16, 2024 6:54 am I had a similar issue in 11 a while ago that started happening after it automatically updated to a new version. All the live native spectral plugins and hybrid / convolution reverbs would make my CPU spike and overload almost instantly even when no sound was running through them. I can't remember exactly how I fixed it but from memory I think deleting the preferences file and also fixing up my permissions setting in windows security fixed the issue because they were restricting Live. I had some issues with Live 12 too with VST's, saving projects, cpu usage etc. Make sure Live is running as an administrator (right click on the application and go to properties; compatibility) and check in Windows Security if you can see any notifications of it blocking anything like folder access in Protection History. Make sure Live 12 is authorised in there too. And try deleting your pref file also (or moving/renaming it). This seems to have fixed all my issues, I've been using it for a few days since I did this with no issues as yet. [nil] Posts: 22 Joined: Tue Feb 21, 2012 10:20 am Post by [nil] » Fri Apr 19, 2024 8:49 am Sid.From.Ice.Age wrote: ↑Fri Apr 12, 2024 11:32 pm I'm having serious issues since installing Live 12. 1. The CPU overload indicator in Live keeps lighting up with even with like 4/5 stock Ableton plugins running and Ableton effects. Average % is around 35% which is insane. I could easily run 30 channels with 3rd party plugins from the likes of Softube, Universal Audio, Slate Digital, SSL etc before. Now Ableton stock barley works. It's very stuttery / laggy even loading stock plugins. (...) OS: Windows 11 Pro Processor: AMD Ryzen 7 5800H 3.20 GHz RAM: 32.0 GB DDR4 3200mhz Storage: 2TB M.2 SSD Power Settings: High Performance (Turbo Boost Disabled For Cooler CPU Temps) Tweaks: All Background & Unnecessary Services Disabled All 3rd party VST Plugins etc are genuine If you're fine with it we could record a performance trace, as they can sometimes reveal the source of the issue. To do this: (This uses tools that Microsoft ships with their operating system, called ETW) First, download and install the latest release of UIForETW at Download etwpackage1.59.zip, extract all to a folder it, then inside that folder go inside etwpackage then bin then run UIforETW.exe. It will quickly install a small package from microsoft called WPT (Windows Performance Toolkit) then show its main window. Inside the "UI For ETW" window, press the "Start Tracing" button at the top-left corner. Then start Ableton Live, open the Set that causes you trouble, interact with it a bit until you encounter the performance issue. Alt-Tab to the UIForETW window and press the "Save Trace Buffers" button at the top-left corner. After some time, the UI for ETW window will show a new element in the "Traces" list on the left. You can click on it, press F2 to give it a name or even add some documentation about what you were doing in the "Trace information" section to the right. Then right-click the trace, click "browse folder" in the context